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Champions: The Super Role-Playing Game, No. 450 (Hero Games)



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Synopsis

Book by MacDonald, George

Book Information

Hardcover

Publisher: Iron Crown Enterprises; 4 edition (June 1992)

Language: English

ISBN-10: 1558061665

ISBN-13: 978-1558061668

Product Dimensions: 10.9 x 8.3 x 0.8 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 4.2 out of 5 stars 29 customer reviews

Best Sellers Rank: #1,148,869 in Books (See Top 100 in Books) #142 inÃ Â Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #219909 inÃ Â Books > Religion & Spirituality

Customer Reviews

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Champions is an excellent role-playing game of the comic book/superhero genre. The game is easily played and the rules are very clear. Overall, I think it is a good system to play by.The best aspect of the game is the great flexibility in the creation of characters. There is an almost limitless number of characters and powers that can be created through a system of naming base powers that are very simple, and adding varying effects to them. Almost any superhero from any comic book can be recreated using this system.The downside to this system is that charcter creations takes a good deal of time because characters are allowed a certain number of "character points" and one needs to balance the powers with the points which involves a bit of math.However, once the game gets role the system is very playable. The book has a number of optional rules that can make combat either very simple or a bit complex, depending on how you like it. All roles in the game involve six-sided dice (it would be good to have ten to twenty on hand).The book is laid out decently, though a lot of the combat rules takes some cross-referencing in other sections. It takes a decent-sized initial investment in time to get all the rules down, and the authors didn’t make it easier by supplying and handy list of charts.Overall, I would say that after making the initial investment of time, the game more than pays itself off in hours of enjoyment.

Back in the day we needed a good basic system (NOT the TSR nonsense). This was it- yes it took a bit to get it figured out but once you had it- wonderful stuff. What was/is nice is you could build around it. Space? Fantasy? Military? sure...or hyrbrid your own! Sigh....

Before the "Complete" line of Hero System books started coming out, I would argue this was the most streamlined version of the rules - free from the bloat that came of making official so many of the rules variants that had been given the stamp of approval by the authors in the later editions.Well worth it for fast paced super hero role playing, but perhaps finally usurped by Champions Complete.

I already had a first addition of this game. I had thought this might be a compilation of Champions I, II and III, but it is not. I may try the 4th edition or the 6th edition, and/or Champions III. Still this is effectively a second copy of Champion 1st edition.

This is the best system I have ever found for playing Superhero role playing games. Every company always seems to want to continue to change and try to improve the systems they have probably so as to have more for customers to buy. However when you already have the best you should stick to it. I ordered three of these books so that I can continue to play this version for a very long time.

I thought the character sheets were with this book but I was wrong. Other than that it is what I expected.

It has been a long time since I had this in my hands. I look forward to getting back into it again

As RPG’s go, Champions is still one of the best superhero games. It’s got its flaws, but for my money, the best game for building your own unique hero (or villain). I love that game.

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